

Practical multimedia tasks

Complete Task 1 **and** task 2.

You are required to complete both tasks using:

- the software applications installed on your computer
- the assets for the practical tasks in the 'AssetsFolder'.

Shortcuts to your AssetsFolder and practical work folder have been placed on the desktop. Use the shortcuts to move from the exam to these folders. The shortcut to your practical work folder is called:

'Shortcut to 12345678A_P'

Your answers to Part 5 will **not** be automatically saved.

You must save your finished work to the practical work folder.

A blank pre-named file has been provided for Task 2.

DO NOT RENAME THIS PRACTICAL WORK FILE.

Remember to save your work at each step.

You should spend no more than 60 minutes on Part 5.

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You have been hired by Jokerman Cartoons to create a Webzine (web site) for a new superhero cartoon character called 'Leaping Larry'. You have been provided with the following assets:



Match up 1:
larryvsevil.tif



Match up 2:
larryvsmaddog.tif



Leaping Larry Logo:
logo.tif

Columnar cartoonist presents the debut of mighty Leaping Larry. His huge powerful legs allow him to leap tall buildings and run at 5000 mph. He has such enemies, Evil Doc Evil and Mad Dog. Illustrates the grace and stability of their home town of Dook. Leaping Larry must constantly be alert and on the lookout for his enemies' evil deeds.

Text file:
text.txt

The webzine needs to have **three** pages.

The **home page** will contain some introductory text (text.txt) and a thumbnail image of each match up.

Two **sub pages** – one for each match up – are to contain a full size image and relevant story text.

A coloured Leaping Larry Logo needs to be included on each page.

The client has asked that all pages have consistent navigation. A copyright notice and symbol need to be included on the home page.

All assets required to complete this task are provided in the 'web site' folder.

All paths in the site must be relative to enable the site to be viewed from a CD-ROM.

The web site must be viewed on a web browser.

Click the 'NEXT' button to continue this task.

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Create a three page web site which meets all the requirements outlined below.

1. Create the home page called index.htm 1 mark
2. Resize the images, larryvsevil.tif and larryvsmaddog.tif to 100×100 pixels. Save these as gifs. 2 marks
3. Add these resized images to the home page. 1 mark
4. Add introductory text from text.txt to the home page. 1 mark
5. Create **two** sub pages. 2 marks
6. Link each thumbnail to the sub pages. 2 marks
7. Colourise the logo logo.tif 1 mark
8. Save as logo.gif with the background transparent. 2 marks
9. Insert the logo in each page. 2 marks
10. Create navigation on the sub pages that link back to the home page. 2 marks
11. Add the full size stills (saved as .gif) and the text to each sub page. 3 marks
12. Write and place a copyright notice with copyright symbol on the home page. 3 marks
13. Colourise the home page background. Hexadecimal # ffcc00 2 marks
14. Ensure all relative links are operational. 2 marks

Review your work:

Total 26 marks

- Save all web pages and linked files in 'Shortcut to 12345678A_P'.
- Make sure all links work.

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Fuzzy Enterprises has asked you to create a short 2D animation of a beach scene. Select an appropriate software tool and use the assets provided to produce the animation. The assets required to complete this task are provided in the 'animation' folder.

Assets provided:



body.png



leftarm.png



rightarm.png



umbrella.png



boat.png



ball.wav

Your completed animation must be saved in either the **beach.dir** file or the **beach fla** file provided in 'Shortcut to 12345678A_P'.

Click the 'NEXT' button to continue this task.

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- | | |
|---|---------|
| 1. Create a background which includes a beach (sand or pebble), sky and the sea. | 5 marks |
| 2. Create a beach ball with three colours. | 2 marks |
| 3. The animation is to run for about 8 seconds. | 1 mark |
| 4. Place the boat on the horizon. The boat sails from left to right. | 2 marks |
| 5. The beach ball rolls to the umbrella in the sand. | 3 marks |
| 6. The ball casts a shadow as it moves. | 1 mark |
| 7. The ball gets smaller as it travels away from the viewer. | 1 mark |
| 8. Construct from the provided assets a person's shadow that travels across the bottom of the screen. | 5 marks |
| 9. The shadow moves smoothly across the sand at the bottom of the screen. | 1 mark |
| 10. Add a sound when the ball hits the umbrella. | 2 marks |
| 11. Show the effective use of design principles. | 2 marks |

Total 25 marks

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